ATARI® 7800™ Game Manual

DONKEY KONG®

by Nintendo®

Poor Mario. Just when things were going so well for him – new girlfriend, new car, new job – that beastly ape Donkey Kong kidnaps Mario's girlfriend and drags her off screaming to the top of a steel fortress To save her, Mario must climb to the top of the fortress, remove dangerous rivets, and fend off life-threatening barrels and fireballs that the ape throws down at him It's a tough fight, and Mario needs your help Be a chum Be a hero Help Mario save his girlfriend

Getting Started

1. Insert the Donkey Kong cartridge into your Atari 7800 as explained in your Owner's Manual
2. Plug a controller into the left port on the front of the system for one player, plug a second controller into the right port for two players
3. Turn on your television then press **[Power]** to turn on your Atari console The title screen will appear
4. Press **[Select]** or move directional lever up or down to choose **1** or **2** players

Go

5. Press **[Select]** or move the directional lever on your controller left or right to choose a game level
6. Press player 1's fire button to begin the game
7. Press **[Pause]** to pause a game Press it again to resume play
8. During a game press **[Reset]** to restart Press **[Select]** to return to title screen

Playing the Game

Hold the controller so that the controller fire button is in the top-left corner

Move the directional lever on your controller left or right to make Mario run on the ramps To help him up and down ladders, first position him under or over the ladder, and then move the lever up or down Mario can descend only unbroken ladders

Press the controller fire button to make Mario jump over rivets, barrels, and fireballs, or grab the hammer,

Ape!

Mario's only weapon against barrels and fireballs It's easier for him to jump over a barrel or fireball when he's running toward it If one of those nasties is heading toward him, don't let him be caught on a ladder or with his back turned

When Mario jumps and grabs the hammer he can hit the barrels or fireballs by first facing them and then hitting them with the hammer Once Mario has the hammer, you should act quickly – the hammer will soon disappear If you miss, you'll lose Mario Don't try to climb the ladders with the hammer Mario won't make it

The Steel Fortress

The steel fortress has three screens a ramp screen, an elevator screen, and a rivet screen

The game begins with the ramp screen Here Mario must climb to the top of the screen Donkey Kong rolls barrels down the ramps to make the going tough Mario can run away from the barrels, leap over them, or smash them with a hammer When Mario makes it to the top of the ramps, he'll proceed to the elevator screen

Mario must use the elevators to make his way across several platforms while avoiding the mad springs bouncing at the top of the screen

On the rivet screen Mario must remove all of the rivets by either running or jumping over them At the same time, he must avoid the fireballs that are chasing him

When Mario eliminates every rivet, he'll return to the ramp screen to continue his rescue mission at a more difficult level From here, you can continue the game indefinitely until you run out of Marios

Each screen has a score/bonus points counter at the top You'll start with 5000 bonus points You're racing against the clock, so if the counter reaches zero, you lose a Mario

As you go from screen to screen you'll take your bonus points with you

Scoring

Get purse, umbrella	800 points
Jumping a barrel	100 points
Removing a rivet	100 points
Smashing a barrel or fireball with the hammer	500 points
Extra life at	20,000 points

You begin with three Marios; a player and two backups. If you lose a Mario, a backup is there to take over. Backups begin at the bottom of the screen. When all the Marios are used up, the game is over.

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